

JACOB LEE

GAME DESIGNER & PRODUCER

RELEVANT COURSEWORK: Game Production I, Critical Game Studies, Tabletop Roleplaying Games, Scripting for Games, Introduction to Game Development, Game Design I, Unity 2D Game Design, FUSE Exhibition

SELECTED PROJECTS

[FUSE 2024](#) - Game Design Lead & Co-Producer | Aug 2023 - May 2024

- Led 2 Game Design team members, as well as organizing documentation on all 15 team members.
- Assigning tasks and deadlines to team members via Trello, maintaining different team cohesion, keeping the project in scope, finalizing design decisions, ensuring all voices are heard, advocating creative decisions.

[Skyterra](#) - Game Producer & UI/UX Designer | Aug 2023 - Dec 2023

- Led 4 different team members of differing tasks
- Keeping project within scope, assigning tasks via Trello, ensuring QA, advocating creative decisions, ensuring deadlines
- Designed and implemented UI designs and mechanic ideas.

[Litty's Legacy](#) - Game Designer, Programmer, & Producer | Feb 2023

- Facilitated good workflow with all 8 team members alongside the Team Lead. Delegated tasks through communicative apps like Discord, as well as organizing documentation (for the entire 48-hour game jam period).
- Expanded upon existing game mechanics and implemented code structure/game elements.

LEADERSHIP AND INVOLVEMENT

Residential Advisor | Jan 2023 - May 2026

- Established meetings, led events/programs, filed documentation.
- Demonstrated leadership skills by providing connections and insight to residents in dormitories.

ESports Secretary | Aug 2023 - May 2026

- Created events, scheduling, and announcements to club esports with a dedicated, rigorous work ethic.
- Experience in organizing team events, tournaments, and coaching (including international environments)

CONTACT

818-813-1712

jacoblee617@gmail.com

[LinkedIn](#) | [Portfolio](#)

SKILLS

Leadership

Organization

Design Principles

Communication

Programming (C#, Java)

Video Editing (Hitfilm)

Trello, Mural.co

GitHub Repository

Unity 2D

Microsoft Word/Google

Docs

EDUCATION

Bradley University

Aug 2022 - May 2026

BS in Game Design

Minor: CS and UI/UX

ACCOLADES

AP Scholar Award

Dean's List (3 consecutive semesters)